Flash

Objective

This projectlet builds a flashcard like tool to evaluate/improve memorization. Multiple threads of execution and timing control are the key learning objectives.

A random set of numbers and words is composed and displayed to the user. After a certain time, the display is cleared and the user is invited to recall the words and numbers. This simulates experiments I have seen geriatricians do with their patients; the level of recall that the patients exhibit is used as a diagnostic tool.

User needs and requirements

Id	Need/Requirement
1	Initialized with “m” words and “n” numbers
2	The display is rotated clockwise dropping one word every “t” seconds
3	After dropping all words, the user should be asked to recall the words and numbers in the original list.

Key Elements of the Solution

- A task displays the given set of words, dropping a word at a cadence.
- A different thread that requests the above task to stop and clear the display after certain amount of time
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Example solution

https://codeberg.org/RajaSrinivasan/flash.git

Example usage

```
./lister lister.go
---------------------------------------- lister.go
0001 : package main
0002 :
0003 : import (
0004 :         "bufio"
0005 :         "flag"
0006 :         "fmt"
0007 :         "io"
0008 :         "log"
0009 :         "os"
0010 : )
0011 :
0012 : func listfile(fn string) {


0040 : func main() {
0041 :
0042 :         flag.Parse()
0043 :         for i := 0; i < flag.NArg(); i++ {
0044 :                 listfile(flag.Arg(i))
0045 :         }
0046 : }
0047 :

0047 lines
```